TAKARA®
Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL : 212-689-1212

PRINTED IN JAPAN

FATAL FURY 2

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO
ENTERTAINMENT SYSTEM®

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

Thank you for selecting this FATAL FURY® 2 Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

LICENSED BY Nintendo®

NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM®, AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

TAKARA® FATAL FURY 2 © SNK 1992

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL: 212-689-1212

CONTENTS

Fatal Fury 2 - Story 2
How to Use the Controller 4
Starting the Game, Game Modes 6
Game Rules 10
What You See on Screen 11
Bonus Stages 12
Player Join In & Continue 13
Basic Moves 14
3D Movements (2-Line Battle System) 16
Meet the Fighters 18
List of Special Attacks 28
Power Pointers 31
Warranty 33

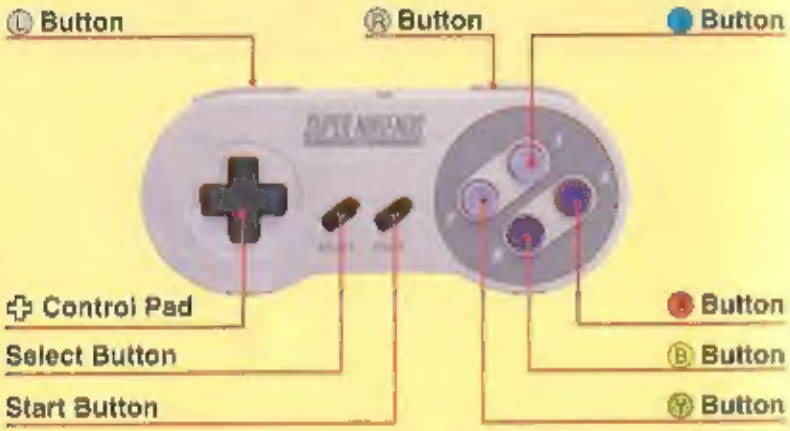
A NEW LEGEND IS ABOUT TO BE BORN...

FATAL FURY 2

A year has passed since the fateful "King of the Fighters" Tournament. Terry, Andy and Joe, the three close friends who overthrew Geese, have all returned to their separate training regimes. Then one day, out of the blue, they each receive an invitation - to the next "King of the Fighters" Tournament!! Geese passed away - so who could be behind this Tournament?

STORY

Fighters with new fighting skills and different motives for participating are now gathering in South Town. Some fighters want to discover the truth behind the Tournament, some want to become the strongest fighter in the world, and others simply want to win honor and glory. But there's one thing they all want - to win the Tournament. Who has the power to beat all the others and earn the right to be called "The strongest fighter in the world" ?



START BUTTON

At the Title screen : Starts the game, sets game mode.
At the Option screen : Returns you to the Title screen from Option Modes.
When fighting 1) : Pauses the game. Resumes the game when pressed a second time.
When fighting 2) : When in 1P vs. Com. (Selectable) Mode, allows a second player to plug in the second controller and join in mid-way through the game.

SELECT BUTTON

Once you have made your character selection, keep the Select Button pressed down to move to the Button Arrangement screen.

CONTROL PAD

At the Title screen :Allows you to select game modes.
At the Option screen/select characters screen :Allows you to change game Character Selection settings.

OTHER BUTTONS

, Ⓨ Buttons :Punch.
, Ⓑ Buttons :Kick.
Ⓛ Button :Power attack.
Ⓡ Button :3D movements

• These button arrangements can be changed in the Option Modes. Please refer to page 9 for details.

Team Elimination Match Mode (Player vs. Player)

Each player selects 8 characters, and decides the order in which they will fight. The two players then battle it out.
Select your characters by moving the ✣ Control Pad left and right, and set the order in which they will fight by moving the ✣ Control Pad up and down. Press the Ⓑ Button to cancel.

Team Elimination Match Mode is made up of a number of tournaments. If all your characters are defeated, you lose.
To win in this mode, you must think carefully about which characters you can control best and that you are most skilled at controlling.

Option Mode

Move the ✣ Button up and down to select items, and move it left and right to set other selections. You can change the button settings of your controller in this mode. Press the Start Button to return to the Title screen and save your options.

Game level :Changes the level of difficulty in 1P vs. Com. (Selectable) Mode.

Button control :Changes the settings of the buttons on the controller. There are two types of button arrangements.

L-PUNCH = Weak punch *H-PUNCH = Strong punch*
L-KICK = Weak kick *H-KICK = Strong kick*
L-ATTACK = 3D movements *E-ATTACK = Power attack*

Game time :Changes the length of time each round lasts. It is also possible to set the game so that there is no time limit "∞".

Sound mode :Lets you choose either stereo or mono sound.

Rules for the "King of the Fighters" Tournament

1) Each match consists of 3 rounds. The first fighter to win 2 rounds wins the match.
2) A round ends when a fighter's strength reaches zero, or when he or she becomes unable to stand up. The fighter still standing is the winner.
3) If there is a fixed time limit, and no one has bit the dust at the end of a round, the fighter with the most strength remaining is the winner.
4) In the event of a double knockout, or when fighters' remaining strength levels are exactly the same, the round will end in a draw.
5) If neither fighter has won two rounds at the end of the 3 rounds, there will be a final round to decide the winner. The winner of this round wins the match.
6) At the beginning of each round, both fighters' strength levels are completely restored, and they enter the round with full power.

❶ 1P score :Shows the score for player 1.
❷ 2P score :Shows the score for player 2.
❸ 1P strength gauge :Every time your character is injured the strength gauge decreases. A round ends when it reaches zero.
❹ 2P strength gauge :The strength gauge for player 2.
❺ Match timer :Shows the amount of time left remain ing in the round (if there is no time limit, "∞" will be displayed instead).
❻ 1P victory indicator :Lights up when player 1 wins a round.
❼ 2P victory indicator :Lights up when player 2 wins a round.

BONUS STAGES

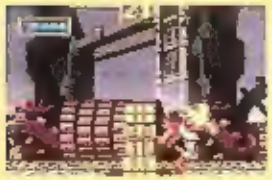
How to play in the Bonus Stages

In 1P vs. Com. Mode, you will enter bonus stages after defeating your 4th and 8th opponents. Stone pillars will come falling down one by one, and you must destroy as many of them as you can within the time limit. If you destroy all of the pillars, you will receive a further special bonus.

• It's not possible for a second player to join in mid-way through during the Bonus Stages.

The two Bonus Stages

In this stage you must attack both the top and the bottom of the stone pillars to destroy them. Attack skillfully and destroy the pillars as fast as you can.



You will receive a high number of bonus points in this stage if you use a power attack to throw the pillars to the back line once you have damaged them.

PLAYER JOIN IN & CONTINUE

Player Join in

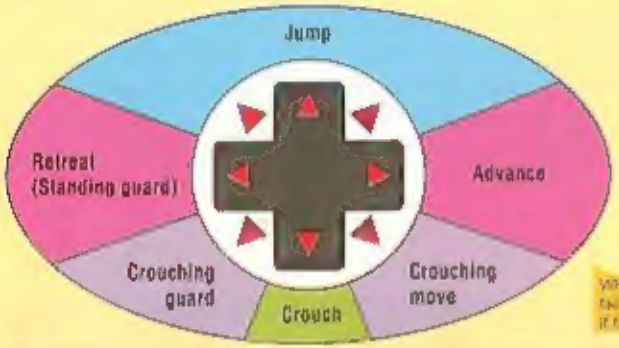
When playing in 1P vs. Com. Mode, a second player can join in mid-way through at any time. Press the Start Button on the second controller and player 2 can begin playing the game.

Game over and Continue

When you lose a match in 1P vs. Com. Mode, the Continue screen will appear. If you press the Start Button before the countdown reaches zero, you can start playing again from the place you were defeated.

If you press any buttons other than the Start Button, the countdown will speed up.

Using the ✣ Control Pad



When the character is facing right (reverse if facing left)

Guarding

To guard against an enemy attack, press the ✣ Control Pad to the left. There are two guard positions, the Standing Guard and the Crouching Guard—make sure you choose the one that suits your enemy's attack!

Jumping back

Quickly press the ✣ Control Pad to the left twice to jump backwards. Use this move to get away from the enemy, then recover your footing and head back in for the attack!

Other button operations

POWER ATTACK (L)

LINE SWITCH (R)

	WEAK	STRONG
PUNCH	(Y)	(X)
KICK	(B)	(A)

*Button settings can be changed in Option Mode (please refer to page 9 for details)

Throw

To do a power throw, move in towards your opponent, then attack with a strong punch (● button) while pressing the ✣ Control Pad right.

Guarding attack

You can avoid your opponent's attack and counter-attack at the same time. To do so, guard against the enemy attack, then press the ✣ Control Pad right and attack with a weak punch.

3D MOVEMENTS (2-LINE BATTLE SYSTEM)

The unique 2-line battle system appears once again in "Fatal Fury 2", but this time it's more exciting than ever!

When both characters are on the same line

Switching lines/Ⓑ Button
When you and your opponent are both on the same line, jump into the other line. This is a very useful technique for dodging attacks and regaining your footing!

Power attacks/Ⓒ Button
Allows you to do a powerful kicking attack that sends your opponent flying to the other line. This attack inflicts the greatest amount of damage of any of the normal attacks.

Attack from the front line, and jump into the back line to avoid special attacks. Discover the various hidden ways that the 2-line battle system can be used to defeat your enemies!

When the characters are on different lines

Switching lines/✣ Control Pad
If you are on the back line and press the ✣ Control Pad downwards, or if you are on the front line and press it upwards, you will roll into your opponent's line. You can use this move to suddenly appear right in front of your opponent!

Line switch attacks
If you press one of the Ⓐ, Ⓑ, Ⓒ or Ⓓ buttons, you can switch lines and attack at the same time. The speed of the line switch differs depending on whether you kick or punch. Choose your attack to suit the situation!
(Attacks do not vary in strength when doing this kind of attack.)

* Button arrangement can be changed in Option Mode.

TERRY BOGARD

DATA: TERRY BOGARD
BORN: 3/25/1971
HEIGHT: 6'
WEIGHT: 170 lb.

Remained behind in South Town on his own as the Street Fighting Champion after the "Battle of Destiny". He is once again going to do battle in the "King of the Fighters" Tournament in an effort to reveal the identity of the mysterious Krauser.
"The instant you cross me it'll be game over!"

(When character is facing right)

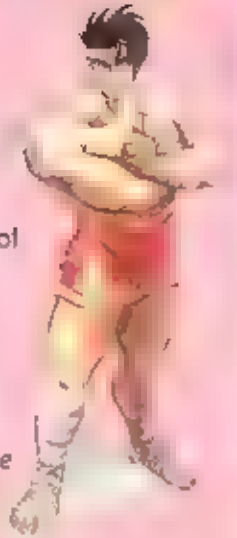
ANDY BOGARD

DATA: ANDY BOGARD
BORN: 8/16/1973
BLOOD TYPE: A
HEIGHT: 5' 8"
WEIGHT: 152 lb.

Terry's brother. He mastered Koppo to make up for the fact that he is smaller than Terry. After the "Battle of Destiny" he left South Town to go back into training. No-one knows just where he will next confront his brother in his continual struggle to beat him.
"Sorry, Terry, but this time I'm gonna come out on top!"

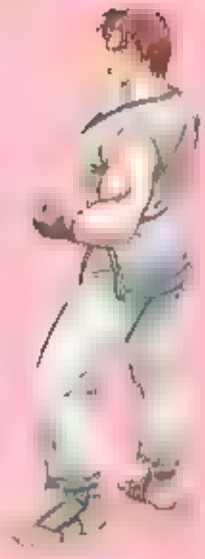
(When character is facing right)

JOE HIGASHI

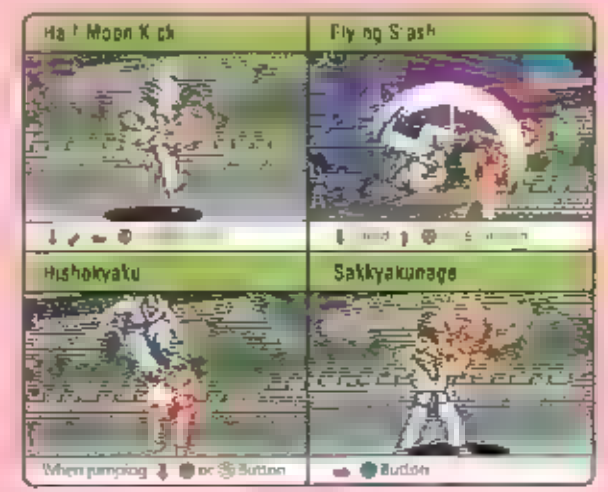


Bound to the Bogard brothers w th strong ties of friendsh p, Joe has rema ned unbeaten since mak ng his co meback nto the Thai Muetai world and reaffirm ng his status as champion He is part c pating n the Tournament after having mproved and strengthened his kicking techniques and the "Hurricane Uppercut".
"So you're tellin' me you've all forgotten the name Joe Higashi? I'm gonna make sure you never forget it again!!"

KIM KAPHWAN



A serious fighter who strongly believes that Tai kwan Do is the most powerful of all the fighting arts. His fighting style matches his personality—rapidly attacking and defending simultaneously, to totally wipe out opponents
"None of you are a match for the power of my Tai kwan Do!"



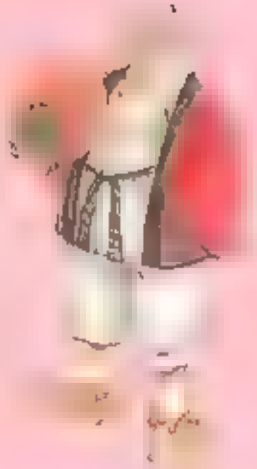
(When character is facing right)

BIG BEAR

The bad guy wrestler "Raiden" who appeared in the last Tournament has discarded his mask and previous identity, and now appears in this Tournament as an orthodox wrestler full of renewed confidence. He has been training in the Australian outback, and this is sure to have increased the power and strength of his fighting techniques.

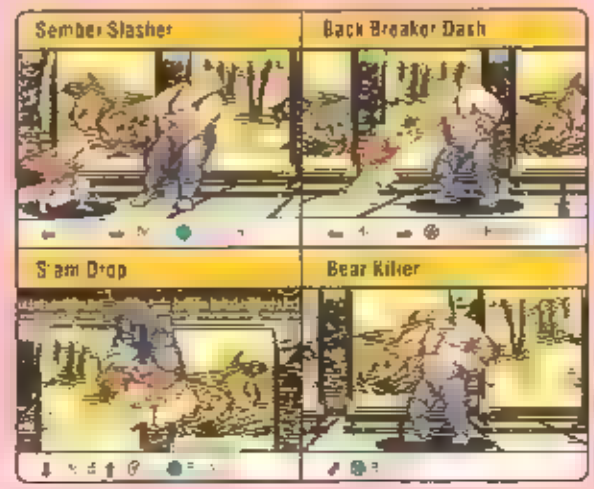
"You puny humans are too weak to withstand my power!"

JUBEI YAMADA

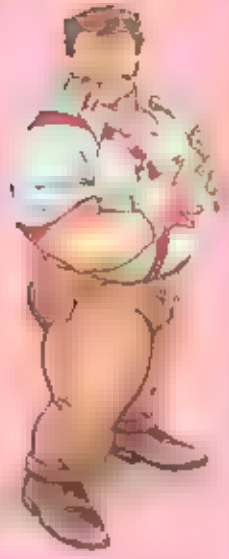


A strange old guy who is participating in the Tournament in the hope of winning fans and fame. He might look old, but he is actually a top-class judo fighter, and is rumored to be unbeatable.

"He he he - I'm gonna be a superstar!"

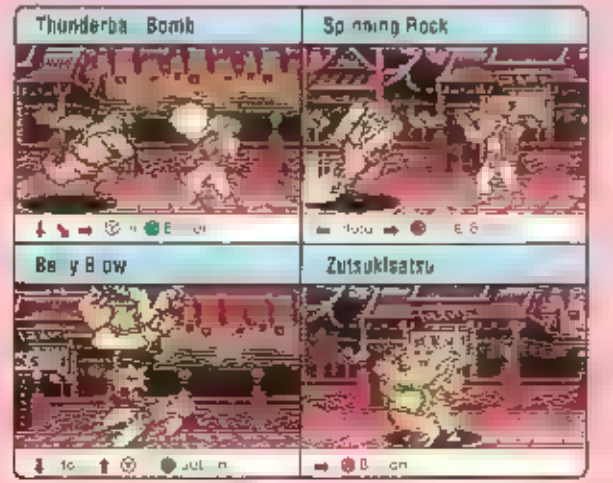


CHENG SIN ZAN

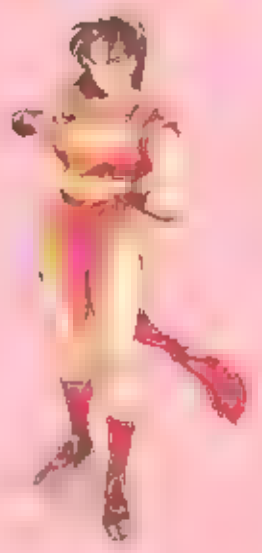


A money-loving older fighter. Although he looks like the type who'd hate doing anything strenuous and would never do any training, for some reason his unique body shape can really pack a punch. His dream is to win the Tournament and open the most profitable dojo in the world.

"Get in the way of my brilliant dream and you'll be sorry!"

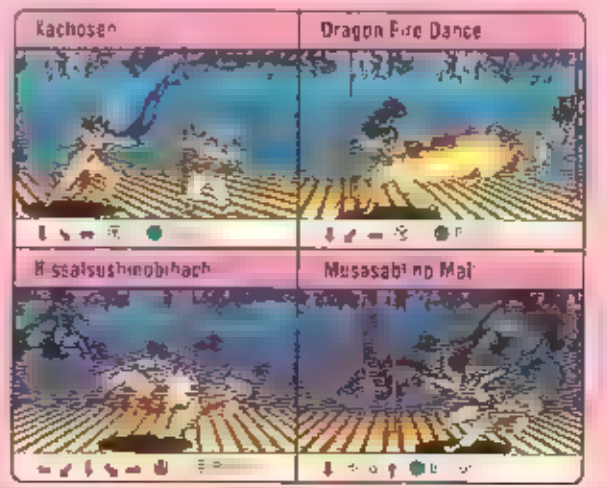


MAI SHIRANUI



A master of the Ninja arts handed down to her by her ancestors, with a beautiful body that is the result of many years of untiring training from the time she was a child. She is always alert and ready to fight at a moment's notice, and has strong will. Her grandfather was Andy's Koppo teacher.

"So you think you're good enough to beat me? Just try it and see!"



W. KRAUSER

DATA: WOLFGANG KRAUSER
BORN: Unknown
HEIGHT: 6' 7"
WEIGHT: 319 lb.

The ruler of the underground world of Darkness. He is sponsoring the Tournament with the aim of seizing control of the everyday world.

BILLY KANE

DATA: BILLY KANE
BORN: 12/25/1966
HEIGHT: 6'
WEIGHT: 169 lb.

He travelled to England and trained alone after Geese's decease. His aim is to overthrow the Bogard brothers.

LAWRENCE B.

DATA: LAWRENCE B.
BORN: 9/4/1960
HEIGHT: 6' 3"
WEIGHT: 209 lb.

An expert bullfighter who can bring a bull down with his bare hands. He looks like a gentlemanly bullfighter, but is really cold-blooded and ruthless.

AXEL HAWK

DATA: AXEL HAWK
BORN: 6/13/1954
HEIGHT: 6' 5"
WEIGHT: 275 lb.

He was originally a first-class heavyweight boxing champion. The strongest and most powerful of all the world's boxing greats.

LIST OF SPECIAL ATTACKS

(When character is facing right)

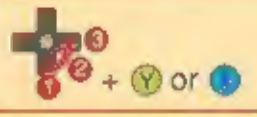
TERRY BOGARD

Burning Knuckle

Rising Tackle

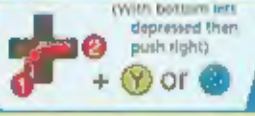
Crack Shoot

Power Wave

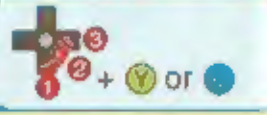


ANDY BOGARD

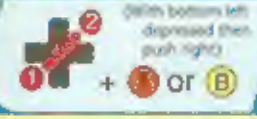
Shadow Splitter



Dragon Ballet



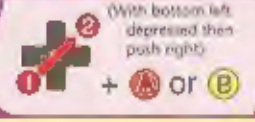
Shotgun Kick



Flying Punch

JOE HIGASHI

Slash Kick



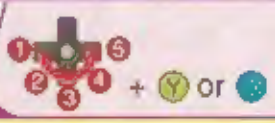
Machine Gun Punch

(Press X or Y button repeatedly)

Y or

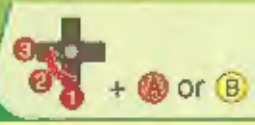
Tiger Kick

Hurricane Uppercut

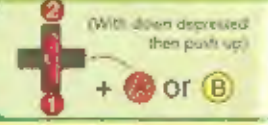


KIM KAPHWAN

Hall-Moon Kick

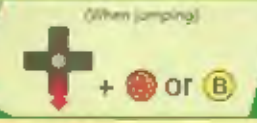


Flying Slash

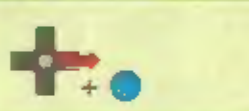


Hishokyaku

(When jumping)

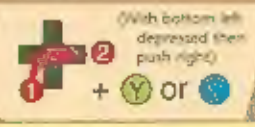


Sakkyakunage*



BIG BEAR

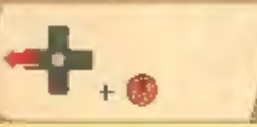
Giant Bomb



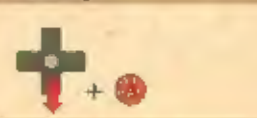
Super Drop Kick

Hold A button down for 10 seconds, then release

Head Butt*



Bear Hug*



* Throw/contact attacks.

LIST OF SPECIAL ATTACKS

(When character is facing right)

JUBEI YAMADA

Sembei Slasher

(With left depressed then push right)

+ Ⓨ or ●

Back Breaker Dash

(With left depressed then push right)

+ ● or Ⓑ

Slam Drop

(With down depressed then push up)

+ Ⓨ or ●

Bear Killer*

+ ●

CHENG SIN ZAN

Thunderball Bomb

+ Ⓨ or ●

Spinning Rock

(With left depressed then push right)

+ Ⓐ or Ⓑ

Belly Blow

(With down depressed then push up)

+ Ⓨ or ●

Head Butt*

+ Ⓐ

MAI SHIRANUI

Kachosen

+ Ⓨ or ●

Dragon Fire Dance

+ Ⓨ or ●

Hissatsushinobibachi

+ Ⓐ or Ⓑ

Musasabi no Mai

(With down depressed then push up)

+ ●

* Can only be used in certain stages.

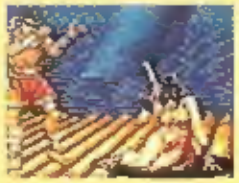
* Throws/contact attacks.

POWER POINTERS

1) Impenetrable guards —the first step towards becoming champion!

To come out as champion in the fast and furious battles of "Fatal Fury 2", you must master the two guard positions, the Standing Guard and the Crouching Guard. Use the one that matches your enemy's attack to protect your energy levels. Don't forget, though, that you need to attack as well as guard—you'll never win if you only use defensive moves!

2) Reducing damage when trapped by an enemy attack!



If you are subject to repeated enemy attack, you may be knocked unconscious and lose the round. When being repeatedly attacked, press the button quickly over and over to try to reduce your damage—if you don't you'll be in a lot of trouble! Do the same if your opponent grabs you and attacks you repeatedly.

Each of the 8 characters in "Fatal Fury 2" have secret special attacks. Use all your character's special attacks and set your sights on becoming the King of the Fighters!!

MEMO

90-DAY LIMITED WARRANTY

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold " as is, " without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the TAKARA software product has arisen through abuse, unreasonable use, mistreating or neglect. This warranty is in lieu of all other warranties and no other represenations or claims of any nature shall be binding on or obligate TAKARA. Any implied warranties applicable to this software product including warranties of merchantability and fitness for particular purpose, are limited to ninety (90) days period described above. In no event will TAKARA be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this TAKARA software product.

Some states do not allow limitations as to how long an implied warranty lasts and /or exclusions or limitations of incidental or consequential damages so the above limitations and /or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL: 212-689-1212